The background of the title screen is a detailed illustration of a Japanese village at night. It features traditional wooden houses with thatched roofs, surrounded by lush green trees and a misty atmosphere. The title 'CLADOWN' is rendered in large, pixelated, red and white block letters with a black outline. Below it, the word 'RETURNS' is in smaller, white, pixelated block letters. To the right of the main title is a pixelated sword with a red hilt and a blue and white crossguard. Below the main title, the text 'THIS IS Sengoku!' is displayed, with 'THIS IS' in white pixelated letters and 'Sengoku!' in a stylized, red, cursive font with a white outline. The entire title is set against a backdrop of stylized orange and yellow flames.

# CLADOWN<sup>TM</sup>

## RETURNS

THIS IS *Sengoku!*

USER MANUAL

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## Basic Controls

### ✦ Navigating Arcanus Cella

○ button	Cancel, Jump
⊗ button	Select, send message, examine
△ button	Open menu
⦿ button	Ready shield Press while running to slide
↑ ↓ ← →	Move character/cursor
left stick	Move character/cursor
L button	Turn pages/swap
R button	Hold while moving to run Turn pages/swap
START button	Open menu, skip text

Controls can be customized by selecting:  
Options → Settings → Button Configuration

### ✦ Battling in Dungeons

○ button	Cancel, jump (You can attack while jumping)
⊗ button	Select, send message, speak to souls, attack, examine
△ button	Use assigned Magic/Abilities
⦿ button	Ready shield Press while running to slide
↑ ↓ ← →	Move character/cursor Switch Magic/Ability
left stick	Move character/cursor Switch Magic/Ability
L button	Select assigned Magic/Ability
R button	Hold while moving to run
START button	Open menu, skip text



## How to Start

After starting the game, you will view the title screen and game modes. Select "New Game" to start from the beginning. Select "Continue" to continue a saved game. You can also select "Settings" to adjust the game's settings.

## Saving and Loading

### Saving

A memory card is required to save your progress in the game. Please note that you will need at least 64 MB of free space. Select the file where you would like to save your data and press the  $\otimes$  button.

Any existing save data will be overwritten.

### Loading

Select "Continue" from the title screen and select the save data to load to resume your game.

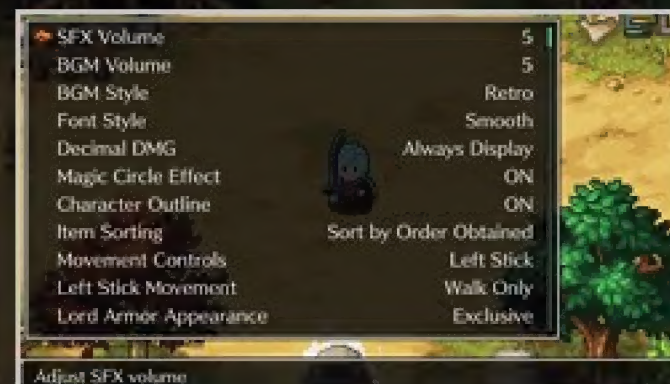




# Settings

Press or ↑ or ↓ to select a category, and ← or → to adjust its setting.

SFX Volume	Adjust SFX volume. The default is 5.
BGM Volume	Adjust music volume. The default is 5.
BGM Style	Toggle between retro or modern music.*
Font Style	Toggle between smooth or pixelated text.
Decimal DMG	Allow decimal points of damage to display during battle.
Magic Circle Effect	Allow Magic Circle effects to be displayed.
Character Outline	Allow black borders to surround characters.
Item Sorting	Adjust the display order of obtained items.
Movement Controls	Toggle between using the left stick or the directional buttons for movement.
Left Stick Movement	Toggle between walking or running.
Lord Armor Appearance	Toggle how Lord's armor displays.
Button Configuration	Reassign key bindings.



\*The opening and ending themes are modern only



## Game Flow

The basic flow of the game is as follows.

### Start Game

First, you must create a Main Character to represent you. If you are unhappy with their appearance, you can always change it later.

### Event

The story will progress whenever an event occurs. Events occur by releasing souls and unlocking dungeons.

### Arcanus Cella

You can freely move around in Arcanus Cella. Here, you can purchase items, use various facilities, and gather information. You can also save your progress here.

### Dungeon Map Selection

You can select a dungeon to visit using the Warp Rock in the southern region of Arcanus Cella. You can also select "Menu" then "Dungeon." After selecting a map, you will go into battle. Either complete the map, lose all your HP, or select "Give Up" from the menu to return to Arcanus Cella.






## Game Flow

### 🍁 Battle in the Dungeon Map

You will fight enemies in real time as you look for the exit.

### 🍁 Use the exit to beat the dungeon!

Use the Exit Gate  to clear the dungeon map. You are not always required to defeat all enemies on the map. The game will repeat this general process as you progress (There are times when events will not occur between dungeons). Playing Random Dungeons (Ran-geons) will provide a different experience.

### 🍁 When your HP falls to 0 in the dungeon

When your Lord's HP is depleted in a dungeon map, you will be sent back to Arcanus Cella. Selecting "Give Up" from the menu will also have the same effect. Doing so will have the following benefits and penalties:

#### Benefits:

- You will receive half of the experience points you obtained in the dungeon.
- You will receive half of the money you obtained in the dungeon.

#### Penalties:



- Any items and artifacts you found in the dungeon will be lost.





## Arcanus Cella

You can use your Lord to talk to people or buy things in Arcanus Cella.

 **Commands** Press the  button or the START button in Arcanus Cella to display these commands.

**Magic Circle** Manage your Magic Circle, switch Lords, change equipment, change Magic/Abilities, or confirm status.

**Fast Travel** Instantly move to the facilities within Arcanus Cella.

**Dungeon** Go to the Dungeon Map selection screen.

**Ran-geon** Go to the Random Dungeon selection screen.

**Create** Go to the Make Friends, Pixel Editor, and Music screens.

**Quest** View any quests you have accepted.

**Options** Go to the title screen, help screen, or settings screen.

**Save** Save your current progress.

\*At first, many of these are displayed as “???”.  
But they will gradually unlock as you progress.

\*Some commands become available after talking to  
characters in Arcanus Cella, so be sure to talk to everyone!






## Wireless Play

Use Wireless LAN (Ad-hoc Mode) to play a co-op or versus mode with up to 4 people.

### Wireless Play Flow

1. Talk to the Wireless Owl at the Inn.
2. You may select "Create room" to host a room, or select "Enter room" to join a room created by another player as a client.
3. For hosts, after selecting "Create room," decide on a room name and the number of players, then select "Create room." For clients, after selecting "Enter room," select a room and press the  button to join.

Once connected, players will be able to control their characters within the room.

\*While connected, some Inn features will be limited.


To use Wireless Play, you must have a Lord whose soul was released in the main game or an EX stage. (Lords can be found in EX stages, or in the main game as you clear stages.) If you have not released any souls, you cannot participate in Wireless Play. Visit an EX stage to obtain a Lord.



## Wireless Play

### Wireless Play/Versus Play

While in Wireless Play, the host player will be able to talk to the Co-op Owl or the Versus Owl. The client player will wait until the host has made their decision.

After the host has selected either Co-op or Versus, they will go to the curtain at the back of the room and press the  button to progress.


For Hosts:

A message will appear to start the game. Select "Yes" and the game will begin.

Even if some clients have not connected yet, selecting "Yes" will begin the game.

Clients who have not connected will not be able to join the game.

For Clients:

After the host picks a stage, go to the curtain at the back of the room and press the  button. You will be on standby until the host starts the game.



## Wireless Play

### ✦ Versus Mode

To participate in Wireless Play, players must have a Lord's released soul. Once the game begins, players will select the Lord they will use from their roster of Lords they have acquired. Each Lord specializes in using specific weapon types, so make sure you pick a Lord whose playstyle you prefer.

In Versus Mode, the goal is to open the treasure chests scattered throughout the dungeon within the time limit. Players' rank is determined by who opened the most treasure chests.

### ✦ Co-op Mode

In Co-op Mode, players will work together to defeat enemies. Enemies in Co-op Mode are stronger than normal, so it's best to play with high-level players.





## **WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**





## WARNING: PHOTSENSITIVITY/EPILEPSY/SEISURES

### USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.



## PRECAUTIONS FOR USE

**Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.**

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.





## PRECAUTIONS FOR USE

**Do not use or store the game card in the following locations or under the following conditions:**

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources.
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation

**The data on the game card may be lost or corrupted in the following situations:**

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.





## FCC & IC NOTICE - PART 1

**This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation

• This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.



## FCC & IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



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This warranty will be void if the defect in this product has arisen from neglect, abuse, or any attempt to use the product other than as specified in this manual.

### **WARRANTY SERVICE:**

1. Save the sales receipt and UPC code found on the game package for retail versions of this game.
2. If the game is covered under a store warranty, return the game to the store at which the game was purchased.
3. If the game is not covered by a store warranty, notify NIS America by emailing [storesupport@nisamerica.com](mailto:storesupport@nisamerica.com) or call the customer service dept. at (714) 540-1185, between the hours of 10 a.m. and 5 p.m. Pacific Standard Time, Monday through Friday.

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If you contact us via email, please allow approximately 1-2 business days for an NIS America representative to respond to your inquiry.

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